

## By Word and Deed

This game requires a game-master, one or more additional players, and six-sided dice. Players control characters in a sword and sorcery fantasy world. The GM confronts the player characters with challenges. Characters are created with five points divided between capabilities of Word and Deed, with a minimum of 1 point in each. Characters use Word for social and mental activities, and Deed for physical activities. When failure is possible, players roll a d6 for each point of the character's capability rating. Characters succeed with a roll of 2 or more on any die for routine activities, 3 or more for hard activities, and 4 or more for very hard activities. The GM determines difficulty. If other characters oppose the character's action, all players roll dice and the character with the most successes wins. On a tie, no one wins. The GM describes what happens. After achieving success in an action the owning player of that character earns primary narration rights for what happens next. Other participants with successes add supplemental narration. The GM narrates when there are no successes. Characters risk death on the fifth roll in a row without success. Characters avoid death by sacrificing a capability point.

Mel White